

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method for controlling access to computer readable content, comprising the operations of:

receiving a digital authentication ticket, obtained by a client device and saved in memory of the client device, before being transmitted to a computer system having particular computer readable content, wherein the digital authentication ticket includes a digital code, the digital code being separate from the particular computer readable content ~~to enable receipt of~~ and receiving the digital authentication ticket separate from independent of a location of the particular computer readable content;

transferring the digital authentication ticket wirelessly from the client device to the computer system;

determining, at the computer system, whether the digital authentication ticket corresponds to the particular computer readable content when the digital authentication ticket is obtained;

allowing access to the particular computer readable content at the computer system when the digital authentication ticket corresponds to the particular computer readable content; and

preventing access to the particular computer readable content at the computer system when the digital authentication ticket does not correspond to the particular computer readable content;

wherein the client device obtains the digital authentication ticket via a communication network, the client device being capable of obtaining the digital authentication ticket anywhere the client device has access to the communication network.

2. (Original) A method as recited in claim 1, further comprising the operation of transmitting the digital authentication ticket to the client device in response to receiving a request for the digital authentication ticket.

3. (Original) A method as recited in claim 2, further comprising the operation of processing the request for the digital authentication ticket, wherein the processing includes charging a fee to a user.

4. (Original) A method as recited in claim 2, wherein the request is received using a payment server located remotely from the client device.

5. (Original) A method as recited in claim 4, further comprising the operation of transmitting the digital authentication ticket from a game server to the payment server, the game server storing a plurality of digital authentication tickets.

6. (Original) A method as recited in claim 1, wherein the computer system is located locally to the client device.

7. (Cancel)

8. (Original) A method as recited in claim 1, wherein the digital authentication ticket is transmitted wirelessly from the payment server to the client device.

9. (Currently amended) A system for controlling access to computer readable media, comprising:

a payment server capable of receiving a request for a digital authentication ticket that is ~~separate from but~~ corresponds to particular computer readable content,

a client device communicating with the payment server, the client device configured to receive transmission of the digital authentication ticket upon confirming payment, the client device having memory for storing the digital authentication ticket, wherein the digital authentication ticket is received separate from the particular computer readable content; and

a computer system having the particular computer readable content that is in a locked state, the computer system receiving the digital authentication ticket wirelessly from the memory of the client device, and the digital authentication ticket has digital code for unlocking the particular computer readable code,

wherein the computer system includes program instructions that prevent access to the particular computer readable content when the digital authentication ticket does not correspond to the particular computer readable content;

wherein the client device obtains the digital authentication ticket via a communication network separate from the particular computer readable content, the client device ~~being capable of~~ obtaining the digital authentication ticket anywhere the client device has access to the communication network.

10. (Original) A system as recited in claim 9, wherein the payment server processes the request for the digital authentication ticket, the processing including charging a fee to a user.

11. (Original) A system as recited in claim 9, wherein the payment server is located remotely from the client device.

12. (Original) A system as recited in claim 9, further comprising a game server storing a plurality of digital authentication tickets, wherein the game server transmits the digital authentication ticket to the payment server.

13. (Original) A system as recited in claim 9, wherein the computer system is located locally to the client device.

14. (Cancel)

15. (Original) A system as recited in claim 9, wherein the digital authentication ticket is transmitted wirelessly from the payment server to the client device.

16. (Original) A system as recited in claim 9, wherein the computer readable content is stored on a computer readable medium.

17. (Original) A system as recited in claim 9, wherein the game server transmits the computer readable content to the computer system.

18. - 23. (Cancelled)

24. (Currently amended) A method for granting access to media content, comprising the operations of:

- communicating with a server through a wireless device, the communicating enabling the wireless device to request and purchase a digital authentication ticket from the server;

- receiving the digital authentication ticket at the wireless device and saving to memory of the wireless client device;

- transmitting wirelessly the digital authentication ticket from the memory of the wireless device to a game console having particular media content that is locked, wherein the particular media content is separate from the digital authentication ticket, and the digital authentication ticket includes a digital code;

- determining whether the digital authentication ticket corresponds to the particular media content at the game console;

- allowing access to the particular media content at the game console when the digital authentication ticket corresponds to the particular media content, and unlocking the particular media content with the digital code; and

- invalidating the digital code after allowing access to the particular media to prevent unlocking of additional media content without purchase;

- wherein the client device obtains the digital authentication ticket via a communication network separate from the particular media content, the client device being capable of obtaining the digital authentication ticket anywhere the client device has access to the communication network.